Bartini

PLEASE MIX RESPONSIBLY

User Manual

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Chapter 1: Introduction

1.1: Overview

Bartini is a single-user entertainment environment which allows the user to mix virtual drinks in a bar-like atmosphere. In this game, the traditional keyboard and mouse interfaces are set aside, letting the user live the full entertainment experience with only his hand gestures. Running on the Shared Reality Environment technology at the Center for Intelligent Machines (CIM) at McGill University, ***Bartini*** utilizes a 270° projection system, which brings the user right into the program. Developed primarily for the gaming industry, ***Bartini*** is intended for the average home user. Users eighteen years and over with variable computer skill backgrounds can interact with the program through its easily accessible options and help menu.

1.2: Running Bartini

In order to run the alpha system, you must first download the Bartini – alpha.zip file and extract its contents. The extracted folder contains the necessary files that you will need to run the program.

Once all the necessary files have been extracted, run the Bartini – alpha.exe file to begin the game

Chapter 2: The System Interface

In figure 1, a screenshot of the Bartini interface is shown. Each of the interface objects has a specific function. The function and use of each of the interface objects is explained in this chapter.

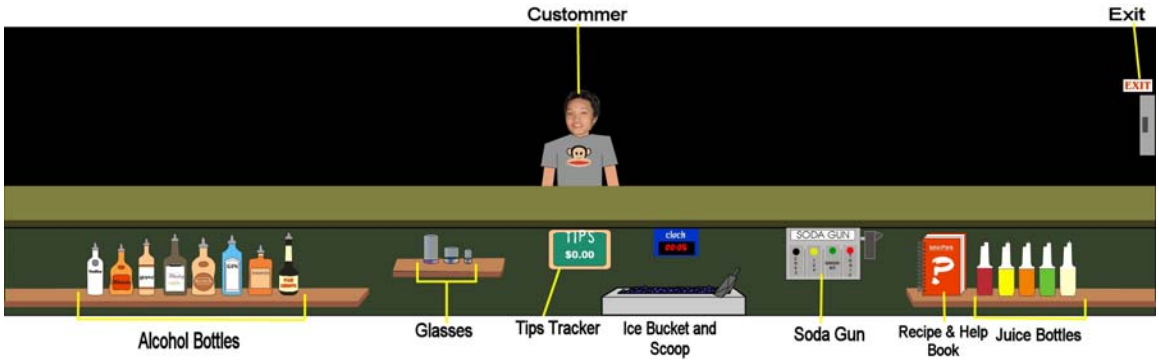
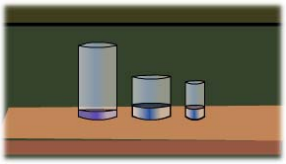


Figure 1: Overview of the system

2.1: The customer

When a customer walks up to the bar, simply point to him to take his order. Once you're done mixing his drink, point to him again to give him his drink.

2.2: The Glasses

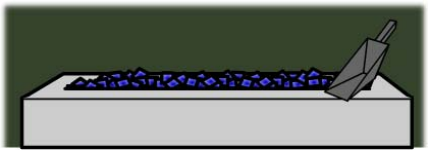


To use the glasses simply select the appropriate one and drag it over to the counter in front of the customer. You can then start poring liquids into it. **If you make a mistake, simply drag the glass off the counter to restart.**

2.3: The Ingredients

To pick up and use an alcohol or juice bottle, simply select it and drag it over on top of the glass on the counter. To start poring, release the bottle above the glass. To stop poring, simply select the bottle once again and drag it back to its shelf.

To use the soda gun, you must first select which soda you want by pressing one of the four buttons. Then simply follow the same procedure as for the alcohol and juice bottles to pour. Alternatively, you may also select the soda gun first and then select the appropriate soda from the pop-up menu.

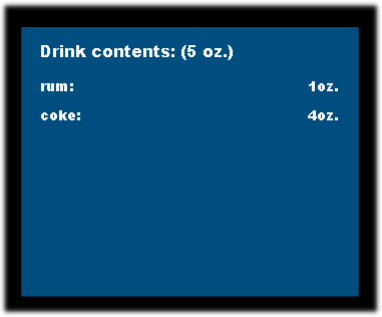


To put some ice into the drink, simply select the scoop, drag it over to the glass, release it and then drag the scoop back to the ice bin.

2.4: Recipe and help book

To access the recipe and help book simply select it to open it. You will initially be shown the recipe for the current order. If you want to see the recipe for the other drinks, simply select the index tab and then select your drink from there. If you need help, then select the help tab. To close the book, simply select the "X". Also you may move the book around by dragging it to wherever you want.

2.5: Content Tracker

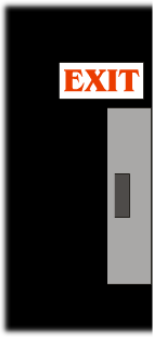


This window keeps track of everything that you've put into the drink.

2.6: Tips Tracker

The tip tracker lets you know how you are doing in the game. Tips are calculated based on how accurate the drink is (how well the recipe is followed) and how long it takes for you to mix it.

2.7: Exit Door

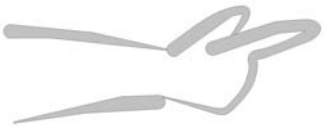
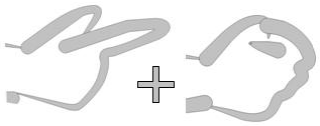
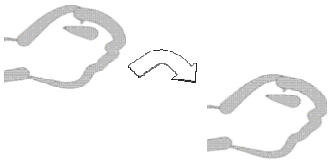
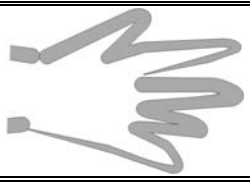


To exit the current game, simply select the exit door in order to return to the main menu.

Chapter 3: The Gesture Set

As mentioned in Chapter 1, Bartini is a game that is to be played in the Shared Reality Environment. The Alpha System however is designed to mimic the gestural interface using the mouse and point and click system. The next version of the Bartini, the Beta System, will function within the Shared Reality Environment. In order to do this, a specific set of gestures needs to be defined. These hand and arm gestures are recognized by the cameras installed in the Shared Reality Environment, and then relayed to the system.

The following table lists the four main tasks that are to be accomplished by the user when running Bartini in the Shared Reality Environment.

Task	Required Action	Corresponding Gesture
Select Menu Item (game mode, recipe book, soda gun button, etc.)	Point at the menu item with an outstretched arm.	
Select object (glass, bottle, soda gun, etc.)	Point at the object and make a fist.	
Drag Object	- After selecting an object, keep a closed fist and move your closed hand to the desired drop or pour location.	
Release Object	- After selecting or dragging an object, open your closed fist to drop or release an object.	

Please note that these gestures may be performed by either the left or right arm. Since the user will be surrounded by three screens, it is much easier for the user to use his/her left arm on the leftmost screen and right arm on the rightmost screen.

Chapter 4: Work in Progress

Bartini is still a work in progress. The Alpha system still lacks the following features which will be implemented in the Beta system.

4.1: Color of drink changing with respect to ingredients

Further research is required on getting the contents of the drink cup to change color depending on the ingredients used by the user. The Beta system will support such a feature.

4.2: Multiple Customers from different directions

The Alpha system is programmed so that customers may appear from all three sides of the bar. The Beta system will allow for multiple customers, so that the user may have to serve two customers simultaneously.

4.3: Integration of sound effects

Sound effects enhance the game playing experience. The Beta system will include a set of sound effects that will accompany different actions, such as pouring a liquid, scooping ice, opening the exit door, etc.

Chapter 5: Contact Information

For further information, please contact Team Bartini at
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